

A Summary of
**Missouri
Hunting and
Trapping Regulations**



Effective March 1, 2016



What's New in 2016

- Hunters, trappers, and anglers may now carry permits afield in electronic format. Valid electronic permits include a photo, PDF, or other digitized version of a permit stored on a mobile electronic device such as a smartphone. Permits carried in electronic format require a digitized image of a handwritten signature or some form of electronic signature.
- The free MO Hunting app allows hunters, trappers, and anglers to carry their permits afield on an Android or Apple mobile device. The app also allows turkey and deer hunters to electronically “notch” permits after game is harvested and Telecheck deer and turkeys directly from the app. See Page 1.
- Hunters may now use crossbows during archery deer and turkey season. See Page 13.
- Trappers may now set Conibear® or other killing-type traps partially exposed above water as long as the hinges of the trap are fully submerged and there is no food, scent, or other visual lure within 1 foot of the trap. See Page 23.

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Hunting and Trapping in Missouri

After centuries of being hunted and trapped, most of Missouri's native wild creatures are still here. Many of them are as abundant now as they were 300 years ago. For a long time, people believed that wildlife was doomed to disappear as humans changed the landscape. It was only a little more than 100 years ago that serious attempts to manage the state's wildlife began, and only about 75 years ago that science-based game management was started.

Species such as deer and turkey have been brought back from the edge of statewide extirpation, and skillful management has maintained other wildlife populations that otherwise could have slipped away. A major part of managing Missouri's wildlife is regulating what, how, where, and when we may hunt and trap. That's where the *Wildlife Code of Missouri* comes in. The *Wildlife Code* is a permissive code. A permissive code means that rather than giving you an endless list of "thou shalt nots," we tell you what you may do.

You may take or attempt to take only those animals permitted by the *Code*, and only by methods, and only at the times and under the circumstances specified in the *Code*. These regulations are necessary to protect and manage Missouri's abundant wildlife populations and to make access to Missouri hunting and trapping as fair and simple as possible.

In Your Hands

The information in this booklet is only a summary of the hunting and trapping rules. It is **NOT** a legal document and is subject to revision during the current year. For complete rules, refer to the *Wildlife Code of Missouri* or the *Missouri Code of State Regulations* at sos.mo.gov/adrules/csr/current/3csr/3csr.asp.

Go Mobile with Free MO Hunting App

You now have a quick, easy, and convenient new option for carrying permits afield, notching a permit after harvesting a deer or turkey, and Telechecking your harvest.

The Conservation Department's popular MO Hunting app, which is available for Apple and Android mobile devices, was updated in July 2015. Combined with its previous functionality, the updated app allows you to:

- Purchase permits through the app.
- See all the hunting, fishing, and trapping permits you have purchased — even if they were purchased from a traditional vendor, online, or by telephone.
- Carry valid, electronic permits afield.
- Electronically "notch" (void) your deer and turkey permits directly from the app.
- Telecheck your deer or turkey through MO Hunting, using an easy-to-fill form. Telecheck will upload a confirmation number to the app.

To log in to MO Hunting, you'll need your Conservation Number. This nine-digit number can be found on the back of your Heritage Card next to the bar code or on any current or previous permit. For help locating your Conservation Number, call 573-751-4115 during regular business hours and ask for the Permits office, or go to on.mo.gov/1QraPFG.

MO Hunting is available in the Google Play and iTunes stores. You can also get MO Hunting and learn more about the app at mdc.mo.gov/mobile/mobile-apps.

Permits: General Information

Anyone who hunts or traps must carry the appropriate hunting or trapping permits in either paper or electronic format, or qualify for an exemption.

Hunter-Education Requirements and Exemptions

You must complete an approved hunter-education program¹ in Missouri or another state to buy firearms hunting permits unless:

- You were born before Jan. 1, 1967.
- You are 6–15 years old and using a resident firearms deer or turkey hunting permit while hunting in the immediate presence of a properly licensed mentor.²
- You are using a resident landowner deer and/or turkey hunting permit on qualifying property.
- You are using an Apprentice Hunter Authorization. See Page 8.
- You are developmentally disabled. See Rule 3 CSR 10-5.205 of the *Wildlife Code of Missouri*.

All hunters, unless exempt, must carry their hunter-education card or a permit with their hunter-education number on it while hunting with a firearm. The Missouri Conservation Heritage Card with a hunter-education number on it is also acceptable.

A hunter-education card need not be displayed when buying permits if certification can be verified online. If you are not in the Conservation Department's permit database, you will be asked to mail, fax, or email a copy of the front and back of your hunter-education card to the Conservation Department. After this information is verified and your record is updated in the database, you will not be required to submit this information again.

Attention Mentors

When mentoring a firearms hunter who is not hunter-education certified, all mentors, including landowners hunting on their own land, must be at least 18 years old and hunter-education certified unless they were born before Jan. 1, 1967.

If you need to become certified, check out the online course at **mdc.mo.gov/huntereducation**, or call a Department office to sign up for a course near you.

Learn more about hunter education at mdc.mo.gov/huntereducation.

¹ You must be at least 11 years old to receive hunter-education certification.

² "Immediate presence" means close enough for normal conversation, without shouting. "Properly licensed" means a valid firearms hunting permit for the appropriate season. In the case of deer and turkey permits, the mentor's permit can be either filled or unfilled.

Permit Exemptions

Missouri resident landowners, lessees who lease and reside on leased land, and any member of their immediate households whose legal residence is the same as the landowner or lessee, may hunt — except deer or turkey — or trap on lands they own or, in the case of lessees, where they live, without a permit, except:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A federal duck stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

While hunting on their own land, hunters must comply with appropriate seasons, methods, limits, and checking requirements.

Any Missouri resident age 65 or older may hunt (but not trap) wildlife — except deer or turkey — without a permit but must carry proof of age and residence when hunting, except:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A federal duck stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

Any Missouri resident age 15 and younger may trap without a permit. Anyone age 15 and younger may hunt wildlife — except deer or turkey — without a permit:

- **IF** they are in the immediate presence of a properly licensed adult hunter age 18 or older who has a valid hunter-education card or was born before Jan. 1, 1967;
- **OR** they possess a valid hunter-education card.

Any honorably discharged resident or nonresident veteran having a service-related disability of 60 percent or greater or who was a prisoner of war during military service may hunt (but not trap) wildlife — except deer and turkey — without a permit but must carry a certified statement of eligibility from the U.S. Department of Veterans Affairs. Any member of the U.S. military currently assigned as a patient to a Warrior Transition Brigade, Warrior Transition Unit, or a military medical center may hunt (but not trap) wildlife — except deer and turkey — without a permit but must carry orders showing assignment to a Warrior Transition Brigade, Warrior Transition Unit, or admissions verification to a military medical center. However:

- A Missouri Migratory Bird Hunting Permit is required to hunt waterfowl, snipe, doves, woodcock, and rails.
- A federal duck stamp is required to hunt waterfowl.
- A Conservation Order Permit is required to hunt light geese during the Conservation Order.

Note: Nonresident veterans who meet the above requirements also can purchase resident permits, for example, resident deer or turkey hunting permits.

Permits are not licenses to trespass!

The issuance of a hunting or trapping permit does not authorize trespassing on private lands. Your behavior reflects on all hunters and trappers. Respect the rights of landowners.

Who may purchase resident permits?

- Any person who does not claim resident privileges in another state or country, and whose actual residence and legal permanent home address are both in Missouri, and have been for at least 30 days before applying for the permit. Owning real estate or attending a Missouri school does not in itself make you a legal resident.
- Missouri residents employed by the United States in the District of Columbia or serving in the U.S. armed forces. (Immediate family members who reside with them also may purchase resident permits.)
- All members of the U.S. armed forces stationed and residing in Missouri on permanent change of station status and immediate family members residing with them.
- Any honorably discharged military veteran having a service-related disability of 60 percent or greater or who was a prisoner of war during military service; must carry a certified statement of eligibility from the U.S. Department of Veterans Affairs while hunting or purchasing permits.
- Any member of the U.S. military currently assigned as a patient to a Warrior Transition Brigade, Warrior Transition Unit, or a military medical center; must carry orders showing assignment to a Warrior Transition Brigade or Warrior Transition Unit, or admissions verification to a military medical center while hunting or purchasing permits.
- Nonresidents who are registered students attending a public or private secondary, post secondary, or vocational school in Missouri and who live in Missouri while attending school; must carry evidence of a Missouri residence and student status while hunting. **Note:** Nonresident students who qualify for resident permits must purchase them at Conservation Department offices.
- Immigrants who possess an I-551 Resident Alien Card and who do not claim resident privileges in another state or country, and whose actual residence and legal permanent home address are both in Missouri, and have been for at least 30 days before applying for the permit.

Permit Obligations

Accepting a permit means that you:

- Agree to observe all the rules of the *Wildlife Code of Missouri*.
- Will allow an agent of the Conservation Department to inspect your picture ID, permit, game taken, and your hunting or trapping equipment.
- Will hunt and/or trap wildlife in a safe manner.
- Will not loan your permit to another.
- Will sign and carry your permit in either paper or electronic format while hunting or trapping. If you purchased your permit by telephone and have not yet received it, you must carry the permit authorization number and picture identification with you while small game hunting or trapping until your permit arrives. However, to hunt deer and turkey, you must have the actual permit in your possession.

Note: The Conservation Commission may suspend, revoke, or deny a permit or privilege for cause or for injuring another person while hunting.

Purchasing Permits

You may purchase hunting and trapping permits using any of these methods:

- Over the counter from any permit vendor. No surcharges will be assessed.
- Online anytime at **mdc.mo.gov/permits**. Use your credit card to pay. No surcharges will be assessed. Print your permit at home and have it in hand immediately.
- **New!** From your smartphone using the MO Hunting app. Use your credit card to pay. No surcharges will be assessed. Your valid permit will appear on the app immediately after purchase.
- By telephone at 800-392-4115. Use your credit card and pay a \$2 surcharge. Allow 10 days for delivery of your permits.

The Missouri Conservation Heritage Card, a Missouri Conservation Number, social security number, or driver's license is required to purchase all permits.

The Conservation Heritage Card looks similar to a credit card and stores information that can speed up the permit-buying process. The Heritage Card also can be purchased to replace a lost hunter-education card when certification can be verified through Department records. Heritage Card owners receive a 15 percent discount on selected merchandise sold at Conservation Department facilities. Heritage Cards can be purchased using any of the methods above. Please allow 4–6 weeks for delivery. **Note:** The Heritage Card is not a permit.

If you lose your permit, simply download the MO Hunting app to your Android or Apple mobile device, log in with your Conservation Number, and a valid, electronic version of your permit will appear on the app. (For more on the MO Hunting app, see Page 1.) Permits purchased online at home can be saved on a personal computer and reprinted for free. Replacement permits can also be purchased from any vendor for \$2.



Need a map?

For Conservation Department land:

Visit your regional Conservation Department office or go online to **mdc.mo.gov/atlas**

For U.S. Forest Service land:

Mark Twain National Forest, U.S. Forest Service
401 Fairgrounds Road, Rolla, MO 65401
573-364-4621; **www.fs.usda.gov/mtnf**

For federal lakes and associated lands:

U.S. Army Corps of Engineers
corpslakes.usace.army.mil/visitors

For topographic maps:

U.S. Geological Survey
888-275-8747; **store.usgs.gov**

For aerial photographs:

Your county Farm Service Agency office; **fsa.usda.gov**



Lifetime permits show commitment to conservation.

For hunters who want to make a long-term commitment to supporting Missouri fish, forests, and wildlife, the following permits are available.

Lifetime permits are available to Missouri residents only. Proof of residency, such as a photocopy of a valid Missouri driver's license, is required. For children under the age of 18, the parents' residency will be used.

All lifetime permit holders receive a durable plastic permit card to carry in the field and special mailings to keep them updated on seasons, regulation changes, and other information.

Lifetime permits cannot be purchased at permit vendors, by telephone, or online.

You must apply for lifetime permits by filling out a lifetime permit form. Get the form:

- Online at **mdc.mo.gov/8849**.
- By calling 573-522-4115, ext. 3574.
- By writing to Lifetime Permits, Missouri Department of Conservation, PO Box 180, Jefferson City, MO 65102-0180.

Please allow 10 days after sending in your application for your permit to be delivered.



Resident Lifetime Small Game Hunting Permit — This permit carries the same privileges as the Resident Small Game Hunting Permit, Migratory Bird Hunting Permit, and Conservation Order Permit. Deer and turkey hunting privileges are not included. A federal duck stamp is required to hunt waterfowl.

Age 15 and younger	\$275
Age 16–29	\$400
Age 30–39	\$350
Age 40–59	\$300
Age 60 and older	\$35

Resident Lifetime Conservation Partner Permit — This permit carries the same privileges as the Resident Hunting and Fishing Permit, Trout Permit, Migratory Bird Hunting Permit, and Conservation Order Permit. Deer and turkey hunting privileges are not included. A federal duck stamp is required to hunt waterfowl.

Age 15 and younger	\$550
Age 16–29	\$800
Age 30–39	\$700
Age 40–59	\$600
Age 60 and older	\$70

Missouri Hunting and Trapping Permits

Hunters and trappers can choose from a variety of permits and pick the ones that best fit their needs. **The permits, unless noted otherwise, are valid from date of purchase through the last day of February 2017.**

To chase — except for deer and turkey — pursue, take, possess, and transport wildlife and to sell furbearers taken by hunting or trapping you will need, unless otherwise exempted, one or more of the following:

■ Resident Permits

Resident Small Game Hunting Permit\$10
For frogs, birds (except turkey), mammals (except deer), and to sell furbearers taken by hunting.^{1,2,3}

Resident Small Game Hunting and Fishing Permit\$19
For fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (except turkey), mammals (except deer), and to sell furbearers taken by hunting.^{1,2,3}

Resident National Guard and Reserve Service Small Game Hunting and Fishing Permit\$5
Allows Missouri residents who are mobilized (or have been in the previous 12 months) and are serving on full-time active military duty in the National Guard (federal status) or reserve forces of the United States to take fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (except turkey), mammals (except deer), and to sell furbearers taken by hunting.^{1,2,3}

To apply, fill out an application, which is available:

- Online at **mdc.mo.gov/9213**.
- By calling 573-522-4115, ext. 3579.
- By writing to National Guard Permits, Missouri Department of Conservation, PO Box 180, Jefferson City, MO 65102-0180.

Please allow 10 days after sending in your application for your permit to be delivered. This permit cannot be purchased at vendors, by telephone, or online.

Resident Firearms Any-Deer Hunting Permit
For any deer statewide. (See *Fall Deer & Turkey Hunting Regulations and Information* booklet for restrictions.)
Age 16 and older\$17
Age 6–15⁴ \$8.50

Resident Firearms Antlerless Deer Hunting Permit
For antlerless deer in counties where allowed.
Age 16 and older\$7
Age 6–15⁴ \$3.50

1 A federal duck stamp also is required to hunt waterfowl.
2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.
3 A Conservation Order Permit is required to hunt snow, blue, and Ross’s geese during the Conservation Order.
4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-education certified or born before Jan. 1, 1967.

Resident Managed Deer Hunting Permit

For deer taken during a managed hunt.	
Age 16 and older	\$17
Age 11–15.	\$8.50

Resident Archer’s Hunting Permit

For deer, turkey, and small game during the prescribed seasons.	
Age 16 and older	\$19
Age 6–15	\$9.50

Resident Archery Antlerless Deer Hunting Permit

For antlerless deer during the archery deer hunting season in counties where allowed.	
Age 16 and older	\$7
Age 6–15	\$3.50

Resident Turkey Hunting Permits:

Spring seasons statewide.	
Age 16 and older	\$17
Age 6–15 ⁴ .	\$8.50

Fall season in counties where allowed.	
Age 16 and older	\$13
Age 6–15 ⁴ .	\$6.50

Resident Trapping Permit \$10

For trapping furbearers, rabbits, and groundhogs, and to sell all these except rabbit carcasses. Valid until June 30, 2017.

Attention Fur Handlers

Hunters and trappers with valid permits that allow the taking of furbearers may possess, transport, and sell furs throughout the year. **Note:** Only pelts taken by the permit holder may be possessed.

Apprentice Hunter Authorization \$10

Apprentice Hunter Authorization

To help introduce adults to hunting, the Conservation Department allows hunters age 16 and older who are not hunter-education certified to hunt with firearms, as long as they:

- First purchase an Apprentice Hunter Authorization;
- Then purchase a hunting permit for the season in which they want to hunt; and
- Hunt in the immediate presence of a properly licensed adult age 18 or older who has a valid hunter-education card or was born before Jan. 1, 1967.

Note: The Apprentice Hunter Authorization by itself does not allow you to hunt. It only allows people who have not completed a hunter-education course to purchase firearms permits throughout the permit year. The Apprentice Hunter Authorization can be purchased for no more than two years.

Resident Landowner Spring Turkey Hunting Permit Free
Resident landowners of at least 5 continuous acres, lessees who lease and live on at least 5 continuous acres, and everyone who lives in the home with the landowner or lessee can qualify for this no-cost permit for use on their land. No-cost permits are available at vendors, by telephone, or online.

Resident Landowner Fall Deer and Turkey Hunting Permits Free
Resident landowners of at least 5 continuous acres, lessees who lease and live on at least 5 continuous acres, and everyone who lives in the home with the landowner or lessee can qualify for the following no-cost permits for use on their land: Fall Firearms Turkey Hunting permits, Firearms Any-Deer Hunting Permit, Archer’s Hunting Permit, and Archery Antlerless Deer Hunting Permit. In addition, resident landowners of 75 or more acres in a single county also can qualify for no-cost Firearms Antlerless Deer Hunting permits, where allowed.

Resident Conservation Order Permit \$5
To pursue, take, possess, and transport snow, blue, or Ross’s geese during the Conservation Order. Required of all residents, including landowners, who are 16 years of age or older. **Note:** This is the only permit needed to hunt light geese during the Conservation Order.

■ **Permits For Both Residents and Nonresidents**

Migratory Bird Hunting Permit \$6
For waterfowl, doves, snipe, woodcock, and rails. Must also have a hunting permit that allows taking birds, unless exempt. Required of all residents and nonresidents, including landowners, who are 16 years of age or older. Valid July 1, 2016, through June 30, 2017.^{1,3}

Licensed Hunting Preserve Hunting Permit \$10
For pheasants, exotic partridges, quail, and hoofed animals from a licensed hunting preserve. Available only at licensed hunting preserves.

Three-Day Licensed Hunting Preserve Hunting Permit \$5
Same as Licensed Hunting Preserve Hunting Permit, but good for three consecutive days only. Available only at licensed hunting preserves.

■ **Nonresident Permits**

Daily Small Game Hunting Permit \$11
For frogs, birds (except turkey), mammals (except deer and furbearers), and to chase furbearers for training dogs during the closed season. May be purchased for multiple days.^{1,2,3}

Nonresident Small Game Hunting Permit \$80
For frogs, birds (except turkey), mammals (except deer and furbearers), and to chase furbearers for training dogs during the closed season.^{1,2,3}

1 A federal duck stamp also is required to hunt waterfowl.
2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.
3 A Conservation Order Permit is required to hunt snow, blue, and Ross’s geese during the Conservation Order.
4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-education certified or born before Jan. 1, 1967.

Nonresident Firearms Any-Deer Hunting Permit

For any deer statewide. (See *Fall Deer & Turkey Hunting Regulations and Information* booklet for restrictions.)

Age 16 and older	\$225
Age 6–15 ⁴	\$8.50

Nonresident Firearms Antlerless Deer Hunting Permit

For antlerless deer during the firearms deer hunting season in counties where allowed. A Nonresident Firearms Any-Deer or Managed Deer Hunting Permit is a prerequisite.

Age 16 and older	\$25
Age 6–15 ⁴	\$3.50

Nonresident Managed Deer Hunting Permit

For deer taken during a managed hunt.

Age 16 and older	\$225
Age 11–15	\$8.50

Nonresident Archer’s Hunting Permit

For fall archery deer and turkey seasons, and small game (except furbearers) during the prescribed seasons.

Age 16 and older	\$225
Age 6–15	\$9.50

Nonresident Archery Antlerless Deer Hunting Permit

For antlerless deer during the archery deer hunting season in counties where allowed. A Nonresident Archer’s Hunting Permit is a prerequisite.

Age 16 and older	\$25
Age 6–15	\$3.50

Nonresident Turkey Hunting Permits:

Spring seasons statewide.

Age 16 and older	\$190
Age 6–15 ⁴	\$8.50

Fall season in counties where allowed.

Age 16 and older	\$110
Age 6–15 ⁴	\$6.50

Nonresident Furbearer Hunting and Trapping Permit \$130

For furbearers. Valid until June 30, 2017.

Nonresident Conservation Order Permit \$40

To pursue, take, possess, and transport snow, blue, or Ross’s geese during the Conservation Order. Required of all nonresidents 16 years of age and older. This is the only permit needed to hunt light geese during the Conservation Order.

1 A federal duck stamp also is required to hunt waterfowl.
2 A Missouri Migratory Bird Hunting Permit also is required to hunt waterfowl, doves, snipe, woodcock, and rails.
3 A Conservation Order Permit is required to hunt snow, blue, and Ross’s geese during the Conservation Order.
4 If not hunter-education certified, a youth hunting on a firearms permit must be in the immediate presence of a properly licensed adult age 18 or older who is hunter-education certified or born before Jan. 1, 1967.

Migratory Bird Hunting Permit Requirements

The following permits are required of all residents and nonresidents, including landowners, 16 years of age or older:

For doves, woodcock, rails, or snipe:

- A Missouri Migratory Bird Hunting Permit
- A permit to hunt small game, unless exempt. (*See pages 2-3 for exemptions.*)

For ducks, geese, or coots:

- A Missouri Migratory Bird Hunting Permit
- A permit to hunt small game, unless exempt. (*See pages 2-3 for exemptions.*)
- A federal duck stamp

For snow, blue, or Ross's geese during the Conservation Order:

- A Conservation Order Permit. (This is the only permit required during the Conservation Order.)



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To subscribe, call 573-522-4115, ext. 3856, or send your name, address, and payment (if required) to:

Conservationist Subscription
Circulation Office, Missouri Department of Conservation
PO Box 180
Jefferson City, MO 65102-0180

In-state subscribers can order online at **mdc.mo.gov/get-magazines**.

You'll begin receiving the magazine in about 6 to 8 weeks.

One magazine per household, please.



Hunting: General Provisions

Wanton Waste

It is illegal to intentionally leave or abandon any portion of any wildlife that is commonly used as human food.

Dogs may be used in hunting wildlife — except deer, turkey, muskrat, mink, river otter, and beaver. The hunting of furbearers with dogs during daylight hours is prohibited statewide from Nov. 1 through the close of the November portion of the firearms deer season and during the antlerless portion in counties that are open during that portion. Dogs may **not** be used to hunt squirrels and rabbits during the daylight hours of the November portion of the firearms deer season in the following counties: Butler, Carter, Dent, Iron, Madison, Oregon, Reynolds, Ripley, Shannon, and Wayne.

While hunting, all dogs, except for those used by waterfowl and game bird hunters, must wear a collar with the owner's full name and address, Conservation Number, or complete telephone number. For training dogs, wildlife that can be hunted with dogs may be chased, but not taken. Only a pistol with blank ammunition may be used during daylight hours to train dogs during closed seasons. A hunting permit or exception is required when training dogs that are chasing wildlife.

Hunting Near Flood Waters or Fire

Wildlife, except waterfowl, may not be pursued or taken while trapped or surrounded by flood waters or while fleeing from flood waters or fire.

Legal Firearm Methods

Legal firearm methods used to hunt wildlife — except beaver, mink, muskrat, river otter, turtles, and fish — are:

- Pistols, revolvers, and rifles propelling a single projectile at one discharge (may not be used for hunting game birds except crow; must be centerfire or a muzzleloader for hunting deer).
- Guns powered by spring, air, or compressed gas (may not be used for hunting game birds except crow; see *Fall Deer & Turkey Hunting Regulations and Information* booklet for regulations during the firearms deer season).
- Shotguns not larger than 10 gauge with the magazine cut off or plugged to reduce the capacity to not more than three shells in the magazine and chamber combined. The three-shell restriction does not apply to shotguns used while hunting deer and during the Conservation Order for light geese.

Legal firearm methods used to hunt deer and turkey are listed in the *Spring Turkey Hunting Regulations and Information* booklet, available at permit vendors in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available at permit vendors in the summer.

Fully automatic firearms are prohibited for all hunting.

Hunting Game Birds with Firearms

Shotguns are the only firearm allowed for hunting game birds (except crow). Pistols, revolvers, rifles, and shotguns may be used to hunt crow.



Baiting Not Allowed

Migratory birds, turkey, and deer may not be hunted with the aid of bait. An area is considered baited for 10 days following complete removal of the bait. It is legal, however, to hunt over food plots. For complete baiting rules, see special deer, turkey, and migratory bird hunting regulation booklets.

Special Provision During the Firearms Deer Season

During the November portion statewide and antlerless portion in open counties, other wildlife may be hunted only with a shotgun and shot not larger than No. 4 or a .22 or smaller caliber rimfire rifle, pistol, or revolver. This does not apply to waterfowl hunters, trappers, or to landowners on their land. Other provisions apply to furbearer hunters. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet.

Bows, which include longbows, compound bows, and recurve bows, may be used to take wildlife during hunting seasons. Arrows containing any drug, poison, chemical, or explosive are prohibited, but illuminated sights, scopes, quickpoint sights, and hand-held string releasing mechanisms may be used.

Crossbows may be used to take wildlife with a firearms permit. **New!** Crossbows may be used during archery deer and turkey season.

Atlatis may be used to take wildlife during hunting seasons.

Slingshots may be used to take wildlife (except deer and turkey) during hunting seasons.

Motor driven conveyances may not be used to take, drive, or molest wildlife. Deer may not be hunted from a boat with a motor attached; however, a motor boat may be used to hunt other wildlife if the motor is shut off and the boat's forward progress has stopped.

Artificial lights may be used only to hunt bullfrogs and green frogs, or to hunt raccoons and other furbearing animals when treed with the aid of dogs. Using lights to search for, harass, or disturb other wildlife is a violation of the *Wildlife Code of Missouri*. Landowners and lessees may use artificial lights on their property, but while doing so may not be in possession of, or be in the company of someone who possesses, a firearm, bow, or other implement used to take wildlife. You may not possess night vision or thermal imagery equipment while carrying a firearm, bow, or other implement used to take wildlife.

Public Roadways

You may not take any wildlife from or across a public roadway with a firearm, bow, or crossbow. A Conibear®-type trap may be used adjacent to public roadways only if set underwater in permanent waters.

Poisons, tranquilizing drugs, chemicals, or explosives may not be used to take wildlife.

Electronic calls or electronically activated calls may not be used or possessed while hunting except to pursue and take crows, furbearers, or light geese during the Conservation Order. Mouth and hand calls may be used at any time.

Giving Away Wildlife

You may give wildlife to another person, but it will continue to be a part of your daily limit for the day when taken. Deer and turkey must be labeled with your full name, address, date taken, and Telecheck confirmation number. All other wildlife must be labeled with your full name, address, permit number, species, and the date taken. Wildlife given as a gift will be included in the possession limit of the person you give it to.

Wildlife Identification

You must keep wildlife you take separate or identifiable from wildlife taken by other hunters.

Possessing, Transporting, and Storing Wildlife

You can possess and transport wildlife as part of your personal baggage. It may be stored at your home, camp, place of lodging, or in a commercial establishment. If you store wildlife taken in Missouri, it must have the owner's full name, address, permit number, species, and the date it was placed in storage. For deer and turkeys, also record the Telecheck Confirmation number. If you transport wildlife, it must have the full name, address, and permit number of the taker and the date it was taken. Commercially processed deer must be claimed or stored by the owner by May 1 following the season taken or the owner shall be in violation.

Unless federal regulations prohibit, you may buy, sell, or barter feathers, squirrel pelts, rabbit pelts, groundhog pelts, turkey bones, turkey heads, deer heads, antlers, hides, or feet. They must be accompanied by a bill of sale showing the seller's full name, address, and the number and species of the parts, and the full name and address of the buyer. Wildlife and wildlife parts, after mounting or tanning, also may be bought and sold.

People who receive or purchase deer heads or antlers attached to the skull plate must keep the bill of sale as long as the heads or antlers are in their possession. The bill of sale must include the transaction date and a signed statement from the seller(s) attesting that the heads and antlers were taken legally.

For your safety, you are urged to wear hunter orange whenever you are hunting.

To comply with regulations, however, you **must** wear hunter orange if:

- You are hunting any species of game during firearms deer season. Some exceptions are allowed. See below.
- You are hunting on an area that is having a managed firearms deer hunt.
- You are serving as a mentor to another hunter during firearms deer season or on an area that is having a managed firearms deer hunt.

To satisfy this rule, you must wear both a hunter-orange hat and a hunter-orange shirt, vest, or coat. The hunter-orange color must be plainly visible from all sides. Camouflage orange does not satisfy this rule.

You don't have to wear hunter orange during firearms deer season if:

- You are hunting migratory game birds.
- You are archery hunting within municipal boundaries where the discharge of firearms is prohibited.
- You are hunting on federal or state land where deer hunting is restricted to archery or crossbow methods.
- You are hunting on an archery permit during the alternative methods portion of firearms deer season.
- You are hunting in a county that is closed during the antlerless portion.
- You are hunting small game or furbearers during the alternative methods portion.

Deer Hunting

The dates of the 2016 firearms deer season are as follows:

- Early youth portion —
Oct. 29–30, 2016
- November portion —
Nov. 12–22, 2016
- Late youth portion —
Nov. 25–27, 2016
- Antlerless portion —
Dec. 2–4, 2016
- Alternative methods portion —
Dec. 24, 2016–Jan. 3, 2017



All other dates and regulations will be announced in the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available in the summer at permit vendors, Conservation Department offices, and online at **mdc.mo.gov**.

Managed Deer Hunts

Missouri has many firearms, shotgun, archery, and muzzleloading firearms managed hunts during fall and winter. Some hunts are held exclusively for youth and people with disabilities. Hunters permanently confined to a wheelchair may participate in more than one managed deer hunt. Hunters are selected by computerized random drawing for the number of available hunting slots. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet or **mdc.mo.gov** for details on managed hunts and the selection process.

Requirements for Bringing Harvested Deer, Moose, and Elk into Missouri

To limit the spread of chronic wasting disease in Missouri, hunters who transport harvested deer, moose, or elk with spinal columns or heads attached must report the entry of the carcasses into Missouri to the Conservation Department by calling a toll-free number within 24 hours of entering the state. Carcasses must be taken to a licensed meat processor or taxidermist within 72 hours of entry. Meat processors and taxidermists must dispose of spinal cords and other parts in a properly permitted landfill.

Hunters do not need to contact the Department if they are bringing back cut and wrapped meat that has been boned out; quarters and other portions of meat with no part of the spinal column or head attached; hides or capes from which all excess tissue has been removed; antlers; antlers attached to skull plates or skulls cleaned of all muscle and brain tissue; upper canine teeth; and finished taxidermy products.

To report the entry of a carcass into Missouri, call 877-853-5665.

Note: According to rule 3 CSR 10-5.216 of the *Wildlife Code of Missouri*, if you have been convicted of multiple or major violations of the *Code* in the past five years, the Conservation Commission may consider suspending or revoking your hunting, trapping, and/or fishing privileges regardless of any previous court action. The point system the Commission uses to assess *Code* violations is explained at **on.mo.gov/1QaCa06**.

Furbearer Hunting

Coyote Taken With Hunting Permit

Season: All year, except coyotes may **not** be hunted during daylight hours from April 1–17, 2016. During spring turkey season, coyotes may be taken using only methods allowed for spring turkey hunting, and hunters must have an unfilled spring turkey hunting permit and either a Resident Small Game Hunting Permit or a Nonresident Furbearer Hunting and Trapping Permit. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, for additional limitations during firearms deer season.

Daily bag limit: Any number

Possession bag limit: Any number

Badger, Bobcat, Gray Fox, Red Fox, Opossum, Raccoon, and Striped Skunk Taken With a Hunting Permit

Season: Nov. 15, 2016–Jan. 31, 2017

Daily bag limit: Any number

Possession bag limit: Any number

Note: The pelts of bobcats taken by hunting and trapping must be delivered to an agent of the Conservation Department for registration or tagging. See Page 22. After pelts are tagged, they can be possessed by the taker throughout the year.

Groundhog Hunting

Season: May 9, 2016–Dec. 15, 2016

Daily bag limit: Any number

Possession bag limit: Any number

Note: Groundhog pelts can be possessed and sold throughout the year. See regulations on using cage-type traps in the box to the right.

Rabbit Hunting

Jackrabbits are protected at all times and may not be hunted or trapped. Cottontail and swamp rabbits may be hunted according to the following:

Season: Oct. 1, 2016–Feb. 15, 2017

Shooting hours: Sunrise to sunset

Daily bag limit: 6 (only 2 may be swamp rabbits)

Possession bag limit: 12 (only 4 may be swamp rabbits)

See regulations on using cage-type traps in the box above.

Use of Cage-Type Traps with a Hunting Permit

In addition to prescribed hunting methods, you may take groundhogs, squirrels, and rabbits with a cage-type trap at any hour during that species' open hunting season if you possess a hunting permit.

The cage-type trap must:

- Be labeled with your full name and address, or Conservation Number;
- Be attended daily; and
- Have an opening 144 square inches or smaller.



Hunters with limited mobility can use the Conservation Department's disabled-accessible hunting areas. For a list of these areas and other facilities around the state, visit mdc.mo.gov/accessible.

Squirrel Hunting

Season: May 28, 2016–Feb. 15, 2017

Daily bag limit: 10

Possession bag limit: 20

See box on Page 16 for regulations on using cage-type traps.



Bullfrog and Green Frog Hunting

Season: June 30 at sunset–Oct. 31, 2016

For sunset time on June 30, see note on Page 21.

Daily bag limit: 8

Only the daily limit may be possessed on waters and banks of waters being hunted.

Possession bag limit: 16

Methods: .22 or smaller caliber rimfire rifle or pistol, pellet gun, bow, crossbow, atlatl, or by hand or hand net.

Want to learn more about small game species and where to hunt them? Check out *Small Game Hunting Prospects*. This annually updated document features profiles of the most popular small game species, as well as their management, habitat preferences, and other useful tidbits. Whether you're a new or seasoned hunter, *Small Game Hunting Prospects* will help you learn more about the game you hunt. Download a copy at on.mo.gov/1hug4GG.

Crow Hunting

Season: Nov. 1, 2016–March 3, 2017

Shooting hours: 1/2 hour before sunrise to sunset

Daily bag limit: Any number

Possession bag limit: Any number

Migratory Bird and Waterfowl Hunting

Dove, rail, snipe, teal, woodcock, duck, and goose seasons; limits; and other regulations are set by the Conservation Commission after the federal regulations are announced. Special regulation booklets for migratory birds and waterfowl will be available at permit vendors and online.

Hunting hours for migratory game birds are 1/2 hour before sunrise to sunset, except during teal season, when hunting hours for teal are sunrise to sunset.

Don't drink while you hunt!

According to Missouri law, you are committing a crime if you knowingly possess or discharge a projectile weapon while intoxicated. Don't endanger yourself or others by hunting while under the influence of alcohol.





Quail Hunting

Youth-only season: Oct. 29–30, 2016

Daily bag limit: 8

Possession bag limit: 16

Open to youths age 6 through 15.

Youths who are not hunter-education certified must hunt in the immediate presence of a properly licensed mentor; however, the mentor may not hunt quail. See mentor requirements on Page 2.

Regular season: Nov. 1, 2016–Jan. 15, 2017

Daily bag limit: 8

Possession bag limit: 16

Pheasant Hunting

Hunters may take pheasants statewide, but only male pheasants may be taken. A foot or fully feathered head must be left attached to pheasants during transportation and storage.

Youth-only season: Oct. 29–30, 2016

Daily bag limit: 2 male pheasants

Possession bag limit: 4 male pheasants

Open to youths age 6 through 15. Youths who are not hunter-education certified must hunt in the immediate presence of a properly licensed adult; however, the adult may not hunt pheasants. See mentor requirements on Page 2.

Regular season: Nov. 1, 2016–Jan. 15, 2017

Daily bag limit: 2 male pheasants

Possession bag limit: 4 male pheasants

Turkey Hunting

Missouri has four seasons for hunting turkeys. During those seasons, managed hunts may be available in certain areas. For more details on managed hunts, season dates, limits, and other information, pick up a copy of the *Spring Turkey Hunting Regulations and Information* booklet, which is available in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, from permit vendors, Conservation Department offices, and online at **mdc.mo.gov**. Possession of electronic calls is prohibited while hunting turkeys.



Youth spring turkey season: April 9–10, 2016
(for ages 6 through 15 only)

Shooting hours: 1/2 hour before sunrise to sunset

Season limit: 1 male turkey or turkey with visible beard

Note: Youths who take a turkey during the youth season may not harvest a second bird until April 25, 2016. This is because the bird taken during the youth season counts as the first bird for the first week of the regular season.

Spring turkey season: April 18–May 8, 2016

Shooting hours: 1/2 hour before sunrise to 1 p.m.

Season limit: 2 male turkeys or turkeys with visible beard (Only one may be taken in the first week. During the second and third weeks, one may be taken per day for a total of 2 birds for the season.)

Fall firearms turkey season: Oct. 1–31, 2016

Shooting hours: 1/2 hour before sunrise to sunset

Season limit: 2 turkeys of either sex; may be taken on same day

Fall archery turkey season: Sept. 15, 2016–Jan. 15, 2017, excluding the dates of the November portion of the firearms deer season.

Shooting hours: 1/2 hour before sunrise to 1/2 hour after sunset

Conservation Department areas have special hunting and trapping regulations, which can be found online at **mdc.mo.gov/atlas.**

SUNRISE AND SUNSET AT JEFFERSON CITY, MO.

Central Standard Time *

	March 2016		April 2016		May 2016		Sept. 2016		Oct. 2016	
DAY	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.
1	6:40	6:02	6:53	7:33	6:11	8:01	6:38	7:38	7:05	6:51
2	6:39	6:03	6:51	7:34	6:10	8:02	6:39	7:36	7:06	6:49
3	6:37	6:04	6:50	7:35	6:09	8:03	6:40	7:35	7:07	6:48
4	6:36	6:05	6:48	7:35	6:07	8:04	6:41	7:33	7:08	6:46
5	6:34	6:06	6:47	7:36	6:06	8:05	6:42	7:32	7:09	6:45
6	6:33	6:07	6:45	7:37	6:05	8:06	6:43	7:30	7:10	6:43
7	6:31	6:08	6:44	7:38	6:04	8:07	6:44	7:29	7:11	6:41
8	6:30	6:09	6:42	7:39	6:03	8:08	6:45	7:27	7:12	6:40
9	6:28	6:10	6:41	7:40	6:02	8:09	6:45	7:25	7:13	6:38
10	6:27	6:11	6:39	7:41	6:01	8:10	6:46	7:24	7:13	6:37
11	6:25	6:12	6:38	7:42	6:00	8:10	6:47	7:22	7:14	6:36
12	6:24	6:13	6:36	7:43	5:59	8:11	6:48	7:21	7:15	6:34
13	7:22	7:14	6:35	7:44	5:58	8:12	6:49	7:19	7:16	6:33
14	7:21	7:15	6:33	7:45	5:57	8:13	6:50	7:18	7:17	6:31
15	7:19	7:16	6:32	7:46	5:57	8:14	6:51	7:16	7:18	6:30
16	7:18	7:17	6:31	7:47	5:56	8:15	6:52	7:14	7:19	6:28
17	7:16	7:18	6:29	7:48	5:55	8:16	6:52	7:13	7:20	6:27
18	7:15	7:19	6:28	7:49	5:54	8:17	6:53	7:11	7:21	6:26
19	7:13	7:20	6:26	7:50	5:53	8:18	6:54	7:10	7:22	6:24
20	7:11	7:21	6:25	7:51	5:53	8:18	6:55	7:08	7:23	6:23
21	7:10	7:22	6:24	7:52	5:52	8:19	6:56	7:06	7:24	6:22
22	7:08	7:23	6:22	7:53	5:51	8:20	6:57	7:05	7:25	6:20
23	7:07	7:24	6:21	7:54	5:51	8:21	6:58	7:03	7:26	6:19
24	7:05	7:25	6:20	7:55	5:50	8:22	6:59	7:02	7:27	6:18
25	7:04	7:26	6:18	7:55	5:49	8:22	7:00	7:00	7:29	6:16
26	7:02	7:27	6:17	7:56	5:49	8:23	7:00	6:58	7:30	6:15
27	7:01	7:28	6:16	7:57	5:48	8:24	7:01	6:57	7:31	6:14
28	6:59	7:29	6:15	7:58	5:48	8:25	7:02	6:55	7:32	6:13
29	6:57	7:30	6:13	7:59	5:47	8:25	7:03	6:54	7:33	6:12
30	6:56	7:31	6:12	8:00	5:47	8:26	7:04	6:52	7:34	6:10
31	6:54	7:32			5:46	8:27			7:35	6:09

* Sunrise and sunset from March 13 to Nov. 5 have been converted to daylight saving time.



	Nov. 2016		Dec. 2016		Jan. 2017		Feb. 2017		
DAY	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	<p>These tables are for Jefferson City and points on the same longitude north and south. For locations east, subtract one minute for each 13.5 miles of airline distance. For locations west, add one minute for each 13.5 miles. For example, St. Louis is 106 miles east: subtract 8 minutes; Kansas City is 133 miles west: add 10 minutes.</p> <p>Note: The season for bullfrogs and green frogs begins June 30, 2016, at sunset, which is 8:37 p.m. daylight saving time in Jefferson City.</p>
1	7:36	6:08	7:08	4:48	7:26	4:59	7:14	5:31	
2	7:37	6:07	7:09	4:48	7:27	5:00	7:13	5:32	
3	7:38	6:06	7:10	4:48	7:27	5:00	7:12	5:33	
4	7:39	6:05	7:11	4:48	7:27	5:01	7:11	5:35	
5	7:40	6:04	7:12	4:47	7:27	5:02	7:10	5:36	
6	6:41	5:03	7:13	4:47	7:27	5:03	7:09	5:37	
7	6:43	5:02	7:13	4:47	7:27	5:04	7:08	5:38	
8	6:44	5:01	7:14	4:47	7:27	5:05	7:07	5:39	
9	6:45	5:00	7:15	4:48	7:26	5:06	7:06	5:40	
10	6:46	4:59	7:16	4:48	7:26	5:07	7:05	5:41	
11	6:47	4:58	7:17	4:48	7:26	5:08	7:04	5:43	
12	6:48	4:58	7:17	4:48	7:26	5:09	7:03	5:44	
13	6:49	4:57	7:18	4:48	7:25	5:10	7:01	5:45	
14	6:50	4:56	7:19	4:49	7:25	5:11	7:00	5:46	
15	6:51	4:55	7:19	4:49	7:25	5:12	6:59	5:47	
16	6:52	4:55	7:20	4:49	7:24	5:13	6:58	5:48	
17	6:53	4:54	7:21	4:50	7:24	5:14	6:57	5:49	
18	6:55	4:53	7:21	4:50	7:24	5:15	6:55	5:50	
19	6:56	4:53	7:22	4:50	7:23	5:16	6:54	5:51	
20	6:57	4:52	7:22	4:51	7:23	5:18	6:53	5:53	
21	6:58	4:51	7:23	4:51	7:22	5:19	6:51	5:54	
22	6:59	4:51	7:23	4:52	7:21	5:20	6:50	5:55	
23	7:00	4:50	7:24	4:52	7:21	5:21	6:49	5:56	
24	7:01	4:50	7:24	4:53	7:20	5:22	6:47	5:57	
25	7:02	4:50	7:25	4:54	7:20	5:23	6:46	5:58	
26	7:03	4:49	7:25	4:54	7:19	5:24	6:45	5:59	
27	7:04	4:49	7:25	4:55	7:18	5:25	6:43	6:00	
28	7:05	4:49	7:26	4:56	7:17	5:27	6:42	6:01	
29	7:06	4:48	7:26	4:56	7:17	5:28			
30	7:07	4:48	7:26	4:57	7:16	5:29			
31			7:26	4:58	7:15	5:30			

For the sunrise and sunset times in your area, see the U.S. Naval Observatory website:
www.usno.navy.mil/USNO/astronomical-applications.

Trapping: Seasons and Limits

Badger, bobcat, coyote, gray fox, red fox, mink, opossum, raccoon, striped skunk season:

Nov. 15, 2016–Jan. 31, 2017

Daily bag limit: Any number

Possession bag limit: Any number

Bobcat pelts must be registered or tagged. See below.

Weasels and spotted skunks may not be taken.

Rabbit season: Nov. 15, 2016–Jan. 31, 2017

Daily bag limit: 6

Possession bag limit: 12

Daily limit includes no more than 2 swamp rabbits; possession limit includes no more than 4 swamp rabbits. Carcasses may not be sold. Jackrabbits may not be taken at any time. Also see hunting regulations on Page 16.

Otter and muskrat season:

Nov. 15, 2016–Feb. 20, 2017

Daily bag limit: Any number

Possession bag limit: Any number

Otter pelts must be registered or tagged. See below.

Beaver and nutria season:

Nov. 15, 2016–March 31, 2017

Daily bag limit: Any number

Possession bag limit: Any number



General Provisions

- The homes, nests, or dens of furbearers may not be molested or destroyed.
- No person shall accept payment for furbearers taken by another.
- Wildlife held in traps, snares, or cable restraint devices may be killed or removed only by the user.
- Bobcats and otters or their pelts must be delivered to an agent of the Conservation Department for registration or tagging before selling, transferring, tanning, or mounting by April 10. Tagged bobcats, otters, or their pelts may be possessed by the taker throughout the year and may be sold only to licensed taxidermists, tanners, or fur dealers. It is illegal to purchase or sell untagged bobcats, otters, or their pelts. *Tagging tip: To make it easier to tag a pelt without damaging it, put a pencil or stick through the upper lip and eye socket before freezing the skin. The tag can be easily placed in those holes when the pelt is registered.*
- Hunters and trappers with valid permits that allow the taking of furbearers may possess, transport, and sell furs throughout the year. **Note:** Only pelts taken by the permit holder may be possessed.
- Restrictions on possession do not apply to tanned pelts, mounted specimens, or manufactured products.
- Skinned carcasses of legally taken furbearers may be sold throughout the year.

Traps:

- May be placed and set for furbearers at 12:01 a.m. on Nov. 15 and must be removed by midnight of the last day of trapping season.
- Must have smooth or rubber jaws only, and may include foot-hold, Conibear® or other killing-type, foot-enclosing-type, cage-type, colony traps with openings no greater than 6 inches in height and 6 inches wide, snares set underwater only, and cable restraint devices. You may not use snares in a dry-land set or pitfalls, deadfalls, or nets.
- Must be plainly labeled on durable material with the user's full name and address, or Conservation Number. Wildlife must be removed or released from traps daily, except for colony and killing-type traps, which must be checked every 48 hours.
- May not be set in paths made or used by people or domestic animals. Killing-type traps may not be set along public roadways, except underwater in permanent waters. Within communities having 10,000 or more inhabitants, only cage-type or foot-enclosing-type traps may be set within 150 feet of any residence or occupied building.
- May be used in conjunction with electronic calls.

A Special-Use Permit is required to trap on conservation areas.

Trapping with dog-proof style and other traps is allowed on many conservation areas. A Special-Use Permit is required, and these must be applied for at least 30 days before trapping begins. Contact the area manager at the regional office to see what opportunities are available in your area. See Page 33.

Killer or Conibear®-type traps:

- With a jaw spread greater than 5 inches may be set underwater, but not in any dry-land set.
- With a jaw spread not greater than 8 inches may be set 6 feet or more above ground level in buildings.
- **New!** Having no food, scent, or visual lure placed within 1 foot of the trap may be partially exposed above water as long as the trap's hinges are fully submerged.

Snares must:

- Be set underwater.
- Have a loop 15 inches or less in diameter when set.
- Have a stop device that prevents the snare from closing to less than 2 1/2 inches in diameter.
- Made with cable that is between 5/64 inch and 1/8 inch in diameter.
- Have a mechanical lock and anchor swivel.

Your purchase of firearms, ammunition, and archery equipment helps fund the restoration and management of wildlife, public use of wildlife resources, and hunter education.



Training Required to Use Cable Restraint Devices

When used correctly, cable restraint devices hold animals alive and allow trappers to release non-target animals unharmed. The devices can be used to take furbearers from Nov. 15, 2016, through Jan. 31, 2017, by trappers who have successfully completed a cable-restraint training course, validated by a certified instructor. If you want to use cable restraint devices, register for one of the training courses listed in the table below. Space is limited, so please register early. For additional training courses and more information on using cable restraint devices, visit mdc.mo.gov/cable-restraint.

2016 Cable Restraint Training Courses

Location	Date	To register, call:
Cape Girardeau	Aug. 20	573-290-5730
Clinton	June 4	660-885-6981
Columbia	Aug. 20	573-815-7900
Kirksville	Sept. 3	660-785-2424
Lake City Shooting Range, Buckner	Aug. 5	816-249-3194
Lake City Shooting Range, Buckner	Sept. 9	816-249-3194
Neosho	Sept. 10	417-451-4158, ext. 1867
Sedalia	June 18	660-530-5500
West Plains	Sept. 16	417-256-7161
West Plains	Nov. 3	417-256-7161

Cable restraint devices must:

- Be made of stranded steel cable, not greater than 5 feet long (not including extension), with a diameter of not less than 5/64 inch, and equipped with a commercially manufactured breakaway rated at 350 pounds or less, a relaxing-type lock, a stop device that prevents it from closing to less than 2 1/2 inches in diameter, and an anchor swivel. **Note:** Compression-type chokes and other mechanically powered springs are prohibited.
- Have a loop size of 12 inches diameter or smaller when set.
- Have the bottom of the cable loop set at least 6 inches or greater above the ground.
- Be anchored solidly or staked in a location not allowing entanglement.
- Be checked daily.

Cable restraint devices must NOT be:

- Capable of extending to within 12 inches of a fence.
- Set using a drag.
- Set with a kill-pole.
- Used within 150 feet of any dwelling or driveway leading to a dwelling.

Note: Trappers may not possess live coyotes, red fox, or gray fox after March 15.

We Need Your Help!

The Conservation Department needs your help to learn more about otters and bobcats in Missouri. If you trap, please collect a lower canine tooth from each otter and bobcat you harvest. The Department also would like to know how many traps you set for otters and bobcats and how many times you check each of these traps over the course of the season.



A trapping diary and tooth envelope will be mailed to you before the season. All you have to do is fill out the diary, collect a bottom canine tooth from each otter or bobcat, and turn these in to your local agent when you register your harvests.

Poachers, beware!

Convicted wildlife violators lose hunting and fishing privileges in 44 states.

Missouri is a member of the Interstate Wildlife Violator Compact, an agreement whereby 44 participating states share information about game-law violators and honor each other's decisions to deny permits to perennial poachers.

In the past, poachers whose hunting, fishing, or trapping privileges were suspended in one state could drive to another state and purchase a permit.

Now, if your permit is revoked in Missouri, you will lose privileges in Alabama, Alaska, Arizona, Arkansas, California, Colorado, Connecticut, Florida, Georgia, Idaho, Illinois, Indiana, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland, Michigan, Minnesota, Mississippi, Montana, Nevada, New Hampshire, New Mexico, New York, North Dakota, Ohio, Oklahoma, Oregon, Pennsylvania, Rhode Island, South Carolina, South Dakota, Tennessee, Texas, Utah, Vermont, Virginia, Washington, West Virginia, Wisconsin, and Wyoming. Missouri, in turn, will honor revocations in these same states.

Some conservation areas require nontoxic shot.

A nontoxic-shot-only regulation for all hunting with a shotgun is in effect at 21 conservation areas. These areas have larger wetlands where sizeable numbers of waterfowl and shorebirds concentrate in the fall and spring.

Ingesting lead shot can be fatal to all vertebrates including waterfowl, doves, and scavenging birds such as eagles. Evidence points to lead poisoning occurring in more than 134 species including amphibians, reptiles, birds, and mammals.

The nontoxic-shot rule applies to all hunting on these areas with a shotgun including dove, turkey, quail, rabbit, and squirrel hunting. Since 1991, waterfowl hunters in Missouri have used nontoxic shot for all duck, goose, and coot hunting.

Many of the 21 conservation areas included in this nontoxic-shot requirement offer good dove hunting, which can be a significant source of lead shot poisoning in birds. Good quality nontoxic-shot shells for all gauges are available commercially at a reasonable cost.

Use or possession of lead shot is prohibited for hunting on the following Department of Conservation areas:

- Black Island
- Bob Brown
- Columbia Bottom
- Cooley Lake
- Coon Island
- Duck Creek
- Eagle Bluffs
- Fountain Grove
- Four Rivers
- Grand Pass
- B.K. Leach Memorial
- Little Bean Marsh
- Little River
- Marais Temps Clair
- Montrose
- Nodaway Valley
- Otter Slough
- Schell-Osage
- Settle's Ford
- Ted Shanks
- Ten Mile Pond

As of January 2016, shot types approved as being nontoxic by the U.S. Fish and Wildlife Service are:

- Bismuth-tin
- Copper-clad iron
- Iron (steel)
- Iron-tungsten
- Iron-tungsten-nickel
- Tungsten-bronze (two types)
- Tungsten-iron-copper-nickel
- Tungsten-iron-polymer
- Tungsten-matrix
- Tungsten-polymer
- Tungsten-tin-bismuth
- Tungsten-tin-iron
- Tungsten-tin-iron-nickel



All-terrain vehicle users: Don't risk losing your fishing and hunting privileges!

It is illegal for anyone (except landowners and lessees on land they own or lease and certain agricultural workers) to drive all-terrain vehicles (ATVs) in Missouri's streams and rivers unless the ATV is on a crossing that is part of the highway system. Violators could lose their fishing and hunting privileges.

Using ATVs and Horses on Conservation Department Areas

With limited exceptions, all-terrain vehicle use is prohibited on conservation areas. Other vehicles are restricted to graveled and paved roads and established parking areas, unless otherwise posted. Horses and horseback riding are permitted only on trails designated for their use and on roads and trails open to vehicular traffic, unless otherwise posted. For more information, contact the area manager (see Page 33) or visit mdc.mo.gov/atlas.

MCHF Helps You Invest in Your Love for Nature

Since 1997, thanks to donations from hunters like you, the Missouri Conservation Heritage Foundation has supported many projects and events, including youth hunting events, blinds for hunters with disabilities, wildlife habitat improvements, and conservation education. **With your help, we can do even more.** Consider making a planned gift or other donation, or purchasing a Conservation Heritage License Plate today. You may direct your contributions to the area of conservation you care most about. For more information, visit mochf.org or call 800-227-1488.



Is your firewood harboring a killer?

Tree-killing insects and diseases can hitchhike in your firewood.

- ▶ Leave firewood at home.
- ▶ Get firewood at your destination.
- ▶ Burn all the firewood you have at your campsite.

Help slow the spread of forest pests such as emerald ash borer and thousand cankers disease by using only local firewood.

For more information, go to mdc.mo.gov/firewood.



Feral Hogs

Feral hogs destroy habitat, eat wildlife, compete with native animals for food, degrade water quality, and spread diseases to people, pets, and livestock. They are a menace that must be eradicated.

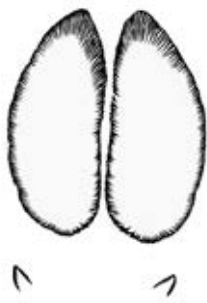
A feral hog is defined as any hog, including Russian and European wild boar, that is not conspicuously identified by ear tags or other identification and is roaming freely on public or private land without the landowner's permission.

It is illegal to release feral hogs on public land or private land that is not fenced to contain them. **If you see someone releasing hogs, please report them immediately to your local conservation agent or call Operation Game Thief at 800-392-1111.**

The Conservation Department and the USDA Animal and Plant Health Inspection Service are working together to eradicate feral hogs in Missouri. Hunters shooting feral hogs complicate efforts to remove these pests. Hogs are social animals that travel in groups called sounders. Shooting one or two hogs scatters the sounder and makes trapping efforts aimed at catching the entire group at once more difficult. If you encounter a feral hog, please call the number or visit the website below to report it as soon as possible. If you are experiencing feral hog damage on your property, trapping assistance is available by contacting the phone number or visiting the website below.

With your help, we can eliminate these dangerous, destructive pests from Missouri.

Report Feral Hog Sightings
573-522-4115, ext. 3296
mdc.mo.gov/feralhog.



Feral hog tracks are distinguished from deer tracks by the rounded or blunt tip of the toes. The toes of a hog track on a firm surface tend to be more splayed than a deer track. A hog track also appears rounded or square; deer tracks appear heart-shaped and have more sharply pointed toes. The presence of dew claw marks with feral hog or white-tailed deer tracks is not an indicator of sex as is commonly thought. Dew claw marks simply mean that the animal was running or stepping on a soft surface.



If you hit a deer ...

Motorists occasionally are involved in accidents with deer. If this happens to you:

- Don't approach the animal if it is still alive. An injured deer can be dangerous!
- Contact the county conservation agent, the nearest Conservation Department regional office (see Page 33 for phone numbers), law enforcement officer of the county or city where the accident occurred, or call the Missouri Department of Transportation toll free at 888-275-6636.
- If you wish to keep the deer or any of its parts, you must get a written disposition from a conservation agent.



Practice hunter safety at all times.

Wear hunter-orange clothing to be more visible to other hunters. Make sure your firearm is unloaded, except when actually hunting or preparing to shoot. Treat every firearm as though it were loaded.

Definitions

- **Antlered Deer:** A deer having at least one antler at least 3 inches long.
- **Atlatl:** A rod or narrow board-like device used to launch, through a throwing motion of the arm, a dart 5 to 8 feet in length.
- **Bow:** A device drawn and held by hand and not fastened to a stock nor to any other mechanism that maintains the device in a drawn position. This definition includes longbows, recurve bows, and compound bows.
- **Chase or Chased:** The act of using dogs to follow wildlife for the purpose of recreation or dog training, but not for the purpose of catching or taking that wildlife.
- **Days or Dates:** All days and dates are inclusive. A day begins or ends at midnight, unless otherwise specified.
- **Firearm:** Pistols, revolvers, and rifles propelling a single projectile at one discharge including those powered by spring, air, or compressed gas, and shotguns not larger than 10 gauge.
- **Furbearing Animals, Furbearers:** Badger, beaver, black bear, bobcat, coyote, gray fox, red fox, mink, mountain lion, muskrat, nutria, opossum, raccoon, river otter, spotted skunk, striped skunk, and long-tailed weasel. **Note:** Open seasons exist for all furbearers except black bear, mountain lion, spotted skunk, and long-tailed weasel.
- **Game Birds:** American coot, American woodcock, crows, ducks, Eurasian collared-dove, geese, gray partridge, mourning dove, northern bobwhite quail, ring-necked pheasant, ruffed grouse, sora rail, Virginia rail, white-winged dove, wild turkey, and Wilson's snipe. **Note:** Open seasons exist for all species except gray partridge and ruffed grouse.
- **Game Mammals:** Deer, groundhog (woodchuck), cottontail rabbit, jackrabbit, swamp rabbit, fox squirrel, gray squirrel, and furbearers as defined above. **Note:** Open seasons exist for all game mammals except jackrabbits, and for all furbearers except black bear, mountain lion, spotted skunk, and long-tailed weasel.
- **Lessee:** Any Missouri resident who lives on and leases at least 5 acres of land in one single tract owned by others. This also includes any member of the immediate household whose legal residence is the same as the lessee for at least the past 30 days.
- **Managed Deer Hunt:** A prescribed deer hunt conducted on a designated area, which may include conservation areas, state parks, national wildlife refuges, military bases, private land, and city or county properties.
- **Muzzleloading Firearm:** Any firearm capable of being loaded only from the muzzle.
- **Night-vision Equipment:** Optical devices (*i.e., binoculars or scopes*) using light amplifying circuits that are electrical or battery-powered.
- **Possessed and Possession:** The actual and constructive possession and control of things referred to in the *Wildlife Code of Missouri*.

- **Public Roadway:** The right of way which is owned either outright or by easement by any public entity, or which is used by the general public for travel and is also regularly maintained by any public entity.
- **Pursue or Pursued:** The act of trying to find, seek, or search for wildlife for the purpose of taking wildlife.
- **Resident Landowner:** Any Missouri resident who owns at least 5 continuous acres, and his or her immediate household members whose legal residence is the same as the landowner for at least the past 30 days. In the case of corporate ownership, only registered officers of corporations meet this definition and they are not required to reside on the land. Persons who own stock in a corporation (shareholders) do not meet this definition.
- **Sell:** To offer for sale or to exchange for compensation in any material form.
- **Take or Taking:** Killing, trapping, snaring, netting, or capturing any wildlife in any manner; also refers to pursuing, molesting, hunting, wounding; or the placing, setting, or use of any device in an attempt to take wildlife; and every act of assistance to every other person in taking or attempting to take any wildlife.

Operation Game Thief/Forest Arson

Each conservation agent has about 444 square miles to oversee — a large area for just one pair of eyes. Citizens can help by reporting wildlife law violations.

Operation Game Thief and Operation Forest Arson are privately funded programs to help combat poaching and arson-caused forest fires in Missouri. Rewards are available for information leading to the arrest of game-law violators and forest arsonists.

If you see a possible violation in progress, call your county conservation agent immediately or dial the toll-free number below:

800-392-1111

All information is kept in strict confidence. Desirable information includes names of violators, vehicle description, and license number, as well as the violation location.

Help put game thieves and arsonists out of business.

Sponsored by the Conservation Federation of Missouri, the Missouri Department of Conservation, and the U.S. Forest Service





A Hunter's Responsibilities

The future of hunting is in your hands. To protect your sport you should always:

- Obtain permission from landowners if you hunt on private land.
- Remember landowners are your hosts. Follow their advice on where to hunt and offer to share your game with them.
- Invite landowners to hunt with you.
- Hunt only in areas designated by the landowner and observe safety zones around buildings and livestock.
- Respect the landowner's equipment, livestock, and fences. Leave gates as you find them. Notify the landowner about damage you see.
- Obey firearms safety rules and game laws and insist that your companions do likewise.
- Control your dog, stay out of unharvested crops, and do not litter.
- Make every effort to find wounded animals, and clean and care for game properly.
- Acquire the skills and knowledge of a responsible hunter by continually improving your marksmanship and your knowledge of wildlife species, field care of game, and principles of wildlife management.
- Support conservation efforts and wildlife management programs, and provide an example to broaden public understanding and support of hunting.
- Thank landowners for the privilege of hunting on their land. Remember that hunting is a privilege, not a right. Make your hunting trips safe and pleasant.
- Report observed violations to a conservation agent or local sheriff.



**Director,
Department of Conservation**
Robert L. Ziehmer

The Conservation Commission

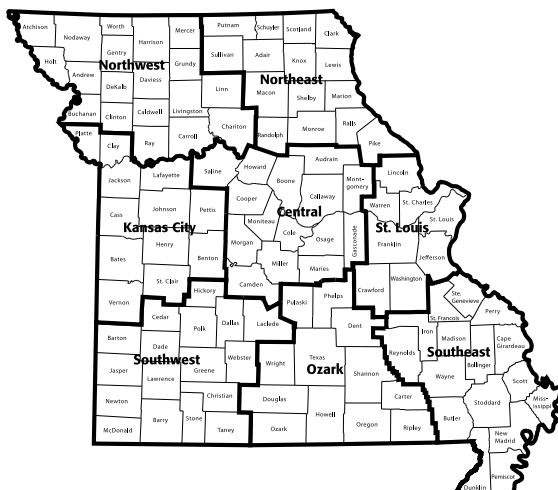
Don C. Bedell
James T. Blair, IV
Marilynn J. Bradford
David W. Murphy

**Missouri Department of
Conservation**
PO Box 180
Jefferson City, MO 65102-0180
573-751-4115

mdc.mo.gov

Equal opportunity to participate in and benefit from programs of the Missouri Department of Conservation is available to all individuals without regard to their race, color, national origin, sex, age or disability. Questions should be directed to the Department of Conservation, PO Box 180, Jefferson City, MO 65102, 573-751-4115 (voice) or 800-735-2966 (TTY), or to the U.S. Fish and Wildlife Service Division of Federal Assistance, 4401 N. Fairfax Drive, Mail Stop: MBSP-4020, Arlington, VA 22203.

Contact Information



Central Region

3500 East Gans Road
Columbia, MO 65201
573-815-7900

Kansas City Region

12405 SE Ranson Road
Lee's Summit, MO 64082
816-622-0900

Northeast Region

3500 S. Baltimore
Kirksville, MO 63501
660-785-2420

Northwest Region

701 James McCarthy Drive
St. Joseph, MO 64507
816-271-3100

Ozark Region

551 Joe Jones Blvd.
West Plains, MO 65775
417-256-7161

Southeast Region

2302 County Park Drive
Cape Girardeau, MO
63701
573-290-5730

Southwest Region

2630 N. Mayfair
Springfield, MO 65803
417-895-6880

St. Louis Region

2360 Highway D
St. Charles, MO 63304
636-441-4554

